

CLMPTO 0417/04 JW

Cancel Claims 1, and 13.

Amended Claims 2,4,9-12,14,17 and 22-31

1. (Canceled)
2. (Currently amended) The method of claim 22[[1]] further comprising:
transmitting each of the frames to a remote receiver; and
de-interleaving the symbols at the remote receiver.
3. (Original) The method of claim 2 wherein de-interleaving restores the previous series of frames.
4. (Currently amended) The method of claim 22[[1]] wherein interleaving further comprises interleaving using a predetermined number of symbols.
5. (Original) The method of claim 4 wherein the predetermined number of symbols to be interleaved are selected according to a predetermined spreading computation.
6. (Previously Presented) A method for transmitting A/V data signals in a wireless network comprising:
receiving a stream of A/V data signals, each of the data signals corresponding to a particular symbol;
arranging the symbols in a series of frames; and
interleaving the symbols in one of the frames with symbols in an adjacent one of frames in the series of frames using a predetermined number of symbols selected according to a dynamic computation.

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7. (Original) The method of claim 6 wherein the predetermined number of symbols varies as a result of link transmission characteristics.
8. (Original) The method of claim 7 wherein the link transmission characteristics are selected from the group consisting of protocol type, bit error rate (BER), signal-to-noise ratio (SNR), framing marker, and sampling rate.
9. (Currently amended) The method of claim 22[[1]] wherein the receiving the streaming data signals further comprises receiving signals output from a receiver.
10. (Currently amended) The method of claim 22[[1]] wherein the streaming data signals are selected from the group consisting of compressed voice, compressed video, and Voice Over IP (VOIP).
11. (Currently amended) The method of claim 22[[1]] wherein each of the frames contain a predetermined number of symbols.
12. (Currently amended) The method of claim 22[[1]] further comprising recreating portions of a frame from the interleaved symbols.
13. (Canceled)
14. (Currently amended) The system of claim 31[[13]] further comprising a de-interleaver at a remote receiver and operable to deinterleave the frames.
15. (Original) The system of claim 14 wherein the de-interleaver is operable to restore the previous series of frames.
16. (Original) The system of claim 14 wherein the de-interleaver is further operable to recreate portions of a frame from the interleaved symbols.

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17. (Currently amended) The system of claim 21[[13]] wherein the symbol interleaver is further operable to interleave using a predetermined number of symbols.
18. (Original) The system of claim 17 wherein the symbol interleaver is further operable to select the predetermined number of symbols according to a predetermined spreading operation.
19. (Previously Presented) A system for transmitting A/V data signals in a wireless network comprising:
 - a stream of A/V data signals, each of the data signals corresponding to a particular symbol;
 - a frame generator operable to arrange the symbols into a series of frames; and
 - a symbol interleaver operable to interleave symbols from one of the series of frames with symbols from an adjacent series of frames using a predetermined number of symbols selected according to a symbol operation.
20. (Original) The system of claim 19 wherein the predetermined number of symbols varies as a result of link transmission characteristics.
21. (Original) The system of claim 20 wherein the link transmission characteristics are selected from the group consisting of protocol type, bit error rate (BER), signal-to-noise ratio (SNR), framing error, and sampling rate.
22. (Currently amended) The system of claim 21[[13]] wherein the streaming data signals further comprise receiving signals output from a vocoder.

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23. (Currently amended) The system of claim 11([13]) wherein the symbol interleaver is further operable to interleave streaming data signals selected from the group consisting of compressed voice, compressed video, and Voice Over IP (VOIP).
24. (Currently amended) The system of claim 11([13]) wherein each of the frames contain a predetermined number of symbols.
25. (Currently amended) A computer program product having computer program code for transmitting streaming data signals in a wireless network comprising:
 computer program code for receiving streaming data signals, each of the data signals corresponding to a particular symbol;
 computer program code for arranging the symbols in a series of frames;
 computer program code for interleaving the symbols in one of the frames with symbols in an adjacent one of frames in the series of frames, each frame having a respective bitmap stored with the frame, the bitmap indicating a symbol position that is to be interleaved;
 computer program code for transmitting each of the frames to a remote receiver; and
 computer program code for de-interleaving the symbols at the remote receiver.
26. (Currently amended) A computer data signal for transmitting streaming data signals in a wireless network comprising:
 program code for receiving streaming data signals, each of the data signals corresponding to a particular symbol;
 program code for arranging the symbols in a series of frames;
 program code for interleaving the symbols in one of the frames with symbols in an adjacent one of frames in the series of frames, each frame having a respective bitmap stored with the frame, the bitmap indicating a symbol position that is to be interleaved;
 program code for transmitting each of the frames to a remote receiver; and

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program code for de-interleaving the symbols at the remote receiver.

27. (Currently amended) A system for transmitting streaming data signals in a wireless network comprising:
- means for receiving a streaming data signals, each of the data signals corresponding to a particular symbol;
 - means for arranging the symbols in a series of frames;
 - means for interleaving the symbols in one of the frames with symbols in an adjacent one of frames in the series of frames, each frame having a respective bitmap stored with the frame, the bitmap indicating a symbol position that is to be interleaved;
 - means for transmitting each of the frames to a remote receiver; and
 - means for de-interleaving the symbols at the remote receiver.
28. (Currently amended) The method of claim 22[[1]] wherein the streaming data signals comprise audiovisual (A/V) data signals.
29. (Currently amended) The method of claim 1 wherein the step of interleaving comprises:
- A method for transmitting streaming data signals in a wireless network comprising:
- receiving streaming data signals, each of the data signals corresponding to a particular symbol;
 - arranging the symbols in a series of frames; and
 - interleaving the symbols in one of the frames with symbols in an adjacent one of the frames in the series of frames, each frame having a respective bitmap stored with the frame, the bitmap indicating a symbol position that is to be interleaved; symbol position stored within the frame itself.
30. (Currently amended) The system of claim 11[[1]] wherein the streaming data signals comprise audiovisual (A/V) data signals.
31. (Currently Amended) The system of claim 19 further comprising:
- A system for transmitting streaming data signals in a wireless network comprising:
- streaming data signals, each of the data signals corresponding to a particular symbol;
 - a frame generator capable to arrange the symbols in a series of frames;
 - a symbol interleaver capable to interleave symbols from one of the series of frames with symbols from an adjacent series of frames; and
 - each frame having a respective bitmap stored within the frame, the bitmap indicating a symbol position that is to be interleaved; and stored within the frame itself,
- wherein the symbol interleaver interleaves the symbols using the respective symbol position map bitmap.

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